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Relevance scale ☐ ☐ ☐ ☐ ☐**21** [Introduction to the Electronic Symposium on Computer-Supported Cooperative Work](#)

Kevin L. Mills

June 1999 **ACM Computing Surveys (CSUR)**Full text available: pdf(94.13 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Computer-supported cooperative work (CSCW) holds great importance and promise for modern society. This paper provides an overview of seventeen papers comprising a symposium on CSCW. The overview also discusses some relationships among the contributions made by each paper, and places those contributions into a larger context by identifying some of the key challenges faced by computer science researchers who aim to help us work effectively as teams mediated through networks of computers. The ...

Keywords: asynchronous collaboration, computer-supported collaborative work, human-computer interaction, information management, multimedia collaboration, multimodal collaboration

22 [Architectural design of a multi-agent system for handling metadata streams](#)

Don Cruickshank, Luc Moreau, David De Roure

May 2001 **Proceedings of the fifth international conference on Autonomous agents**Full text available: pdf(211.00 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

We have designed a multi-agent architecture to deliver metadata streams synchronously with multimedia streams over a wide-area network. To this end, we have devised a simple protocol for synchronising agents to a media clock. This protocol defines the concept of a deadline, after which servers can drop data because it can no longer reach clients in time. We also introduce a new concept of a contract as a first-class entity representing a successful subscription; a contract is used by agen ...

23 [An experimental implementation of the kernel/domain architecture](#)

Michale J. Spier, Thomas N. Hastings, David N. Cutler

January 1973 **ACM SIGOPS Operating Systems Review , Proceedings of the fourth ACM symposium on Operating system principles**, Volume 7 Issue 4Full text available: pdf(969.98 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

As part of its effort to periodically investigate various new promising concepts and

techniques, the Digital Equipment Corporation has sponsored a research project whose purpose it was to effect a limited implementation of a protective operating system framework, based on the kernel/domain architecture which has increasingly been propounded in recent years. The project was carried out in 1972, and its successful completion has led to a substantial number of ...

Keywords: Address space, Domain, Domain incarnation, Kernel, Memory space, Process, Protection

24 Mobile Ad Hoc Networks: A cooperative cache architecture in support of caching multimedia objects in MANETs

W. H. O. Lau, M. Kumar, Svetha Venkatesh

September 2002 **Proceedings of the 5th ACM international workshop on Wireless mobile multimedia**

Full text available:  pdf(490.39 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

This paper presents a cooperative caching architecture suitable for continuous media (CM) proxy caching in MANET environments. The proposed scheme introduces an **application manager** component, which is interposed between traditional Internet CM applications and the network layer. The application manager transparently performs data location and service migration of active CM streaming sessions so as to exploit nearby data sources based on the dynamic topology of a MANET. We propose two data ...

Keywords: QoS, caching, continuous media streaming, mobile ad-hoc networks, service migration

25 NetEffect: a network architecture for large-scale multi-user virtual worlds

Tapas K. Das, Gurminder Singh, Alex Mitchell, P. Senthil Kumar, Kevin McGee

September 1997 **Proceedings of the ACM symposium on Virtual reality software and technology**

Full text available:  pdf(1.05 MB) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

Keywords: client-server model, distributed interactive simulation, group dead reckoning, networked Virtual Reality

26 P6: Document-based inter-organizational information exchange

Reinhard Riedl

October 2001 **Proceedings of the 19th annual international conference on Computer documentation**

Full text available:  pdf(217.62 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

In this paper, we present our research work on document services for interstate e-government carried out in the FASME project. First, we depict the background for our research and we describe its basic challenges. Then we discuss the required services out of the perspective of inter-organizational document services and documentation issues. From the evaluations of our prototypical implementation with user groups, we may conclude that interstate e-government services are feasible and that life w ...

Keywords: e-government, inter-organizational work-flows

27 Late breaking result papers: Automatic support for web user studies with SCONE and

TEA

Hartmut Obendorf, Harald Weinreich, Torsten Hass

April 2004 **Extended abstracts of the 2004 conference on Human factors and computing systems**Full text available:  pdf(286.38 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

This paper describes the concepts of TEA, a flexible tool that supports user tests by automating repetitive tasks and collecting data of user inputs and actions. TEA was specifically designed for user studies in the World Wide Web and is able to interact with a web browser. Building on a web intermediary (WBI) and a framework for web enhancement tools (SCONE), TEA can be applied in a range of test settings - providing either a controlled laboratory environment or a quick tool for collecting info ...

Keywords: WWW, test automation, usability testing methods

28 Introduction to the electronic symposium on computer-supported cooperative work

Kevin L. Mills

June 1999 **ACM Computing Surveys (CSUR)**, Volume 31 Issue 2Full text available:  pdf(79.51 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Computer-supported cooperative work (CSCW) holds great importance and promise for modern society. This paper provides an overview of seventeen papers comprising a symposium on CSCW. The overview also discusses some relationships among the contributions made by each paper, and places those contributions into a larger context by identifying some of the key challenges faced by computer science researchers who aim to help us work effectively as teams mediated through networks of computers. The ...

Keywords: asynchronous collaboration, computer-supported collaborative work, human-computer interaction, information management, multimedia collaboration, multimodal collaboration

29 Information systems as social structures

Ariel Fuxman, Paolo Giorgini, Manuel Kolp, John Mylopoulos

October 2001 **Proceedings of the international conference on Formal Ontology in Information Systems - Volume 2001**Full text available:  pdf(1.26 MB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Organizations are changing at an ever-faster pace, as they try to keep up with globalization and the information revolution. Unfortunately, information systems technologies do not support system evolution well, making information systems a roadblock to organizational change. We propose to view information systems as social structures and define methodologies which develop and evolve seamlessly an information system within its operational environment. To this end, this paper proposes an o ...

Keywords: i* framework, organizational modeling, tropos methodology

30 Utilizing mobile computing in the Wishard Memorial Hospital ambulatory service

Stuart Morton, Omran Bukhres


April 1997 **Proceedings of the 1997 ACM symposium on Applied computing**Full text available:  pdf(787.05 KB) Additional Information: [full citation](#), [references](#), [index terms](#)

Keywords: disconnection handling, distributed systems, medical patient database, mobile hosts, mobile transaction processing

31 Reducing cognitive overhead on the world wide web

Rebecca J Witt, Susan P Tyerman

January 2002 **Australian Computer Science Communications , Proceedings of the twenty-fifth Australasian conference on Computer science - Volume 4**, Volume 24 Issue 1

Full text available:  pdf(1.10 MB)

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)


HyperScout, a Web application, is an intermediary between a server and a client. It intercepts a page to the client, gathers information on each link, and annotates each link with the discovered information. This paper reports on the development of *HyperScout var UniSA*, a development of the HyperScout model and application, that dramatically extends static and dynamic link annotations. Annotations provide the user with additional information, which they use to make better navigational cho ...

Keywords: cognitive overhead, hypertext, navigation, world wide web

32 Constructing application-specific heterogeneous embedded architectures from custom HW/SW applications

Steven Vercauteren, Bill Lin, Hugo De Man

June 1996 **Proceedings of the 33rd annual conference on Design automation conference**

Full text available:  pdf(97.89 KB)

Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

33 Computing in three dimensions

Dan Teodosiu

March 1990 **ACM SIGARCH Computer Architecture News**, Volume 18 Issue 1

Full text available:  pdf(522.14 KB)

Additional Information: [full citation](#), [index terms](#)

34 An intelligent interface for legal databases

L. J. Matthijssen

May 1995 **Proceedings of the fifth international conference on Artificial intelligence and law**

Full text available:  pdf(998.93 KB)

Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

35 Designing an Efficient and Scalable Server-side Asynchrony Model for CORBA

Darrell Brunsch, Carlos O'Ryan, Douglas C. Schmidt

August 2001 **ACM SIGPLAN Notices**, Volume 36 Issue 8

Full text available:  pdf(234.83 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

When the Asynchronous Method Invocation (AMI) model was introduced into the CORBA specification, client applications benefited from the ability to invoke non-blocking two-way requests. In particular, AMI improved the scalability of clients by removing the restrictions associated with Synchronous Method Invocations (SMI). Server request handling remained synchronous, however, which minimized the benefits of AMI for middle-tier servers, such as firewall gateways and front-end database servers. This ...

Keywords: CORBA, asynchronous method invocation, design patterns

36 Book reviews: Review of "Expressibility and the problem of efficient text planning" by Marie Meteer. Pinter Publishers Ltd. 1992.

Ruslan Mitkov

March 1994 **Computational Linguistics**, Volume 20 Issue 1

Full text available:  pdf(125.01 KB)

Additional Information: [full citation](#)

 [Publisher Site](#)

37 A semantic transcoding system to adapt Web services for users with disabilities

Anita W. Huang, Neel Sundaresan

November 2000 **Proceedings of the fourth international ACM conference on Assistive technologies**

Full text available:  pdf(154.74 KB) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

Keywords: Web accessibility, Web intermediaries, XML transcoding, adaptability, adaptivity, disabled users

38 Fast detection of communication patterns in distributed executions

Thomas Kunz, Michiel F. H. Seuren

November 1997 **Proceedings of the 1997 conference of the Centre for Advanced Studies on Collaborative research**

Full text available:  pdf(4.21 MB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Understanding distributed applications is a tedious and difficult task. Visualizations based on process-time diagrams are often used to obtain a better understanding of the execution of the application. The visualization tool we use is Poet, an event tracer developed at the University of Waterloo. However, these diagrams are often very complex and do not provide the user with the desired overview of the application. In our experience, such tools display repeated occurrences of non-trivial commun ...

39 A performance study of client-broker-server systems

Omotunde Adebayo, John Neilson, Dorina Petriu

November 1997 **Proceedings of the 1997 conference of the Centre for Advanced Studies on Collaborative research**

Full text available:  pdf(330.09 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

The role of broker in client-server systems is to accommodate flexible, open, heterogeneous system design and to facilitate fault tolerance and improved performance through load balancing. Some architectural design decisions, such as broker distribution and server replication, strongly affect the system performance. The paper presents alternative client-broker-server architectures and compares their performance by using a combination of measurements and simulation. Broker distribution is found t ...


40 A quantitative approach for teaching parallel computing

E. Luque, R. Suppi, J. Sorribes

March 1992 **ACM SIGCSE Bulletin , Proceedings of the twenty-third SIGCSE technical symposium on Computer science education**, Volume 24 Issue 1

Full text available:

Additional Information:

 pdf(912.57 KB)[full citation](#), [abstract](#), [references](#), [index terms](#)

Parallel computing teaching has an important difficulty, there are few tools to directly learn the behavior of the parallel algorithms and the parallel architectures. Normally the student is formed to think in sequential algorithms running in sequential machines. We present PSEE, a tool to reduce the gap between the basic concepts and its utilization. PSEE is an integrated and interactive graphic environment which allows to simulate and evaluate the performance of parallel algorithms in par ...

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